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GAME MACHINE**

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**(71) Applicant(s)
L.V. Hickey**

**(54) Inventor(s)
Leslie Vincent Hickey**

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PATENTS ACT, 1952-1973

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APPLICATION FOR A PATENT

I/MS, LESLIE VINCENT HICKEY

of 101 Murphys Avenue,
Keiraville 2500, N.S.W.APPLICATION ACCEPTED AND AMENDMENTS
ALLOWED 30/7/82

hereby apply for the grant of a Patent for an invention
entitled "GAME DEVICE"

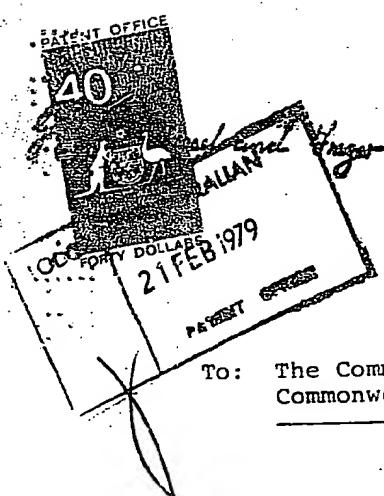
which is described in the accompanying complete specification.

My/OWX address for service is Messrs GRIFFITH, HASSEL & FRAZER,
Patent Attorneys, of 323 Castlereagh Street, SYDNEY, New South
Wales 2000, Commonwealth of Australia.

DATED this 20th day of February , 1979.

LESLIE VINCENT HICKEY
By his Patent Attorneys:


of GRIFFITH, HASSEL & FRAZER
Fellows, Institute of Patent
Attorneys of Australia.

To: The Commissioner of Patents
Commonwealth of Australia

DECLARATION FORM FOR INDIVIDUAL APPLICANTS, AUSTRALIA

Form 6
 Regulations 11(1)
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 PATENTS ACT 1952

44475179

DECLARATION IN SUPPORT OF AN APPLICATION FOR A PATENT

In support of the Application made by me for a patent for an invention entitled:
 "JACKPOT BONUS"

I, *LESLIE VINCENT HICKEY*, of
 (Full name) *Keira Ville 2500*
 101 *Murphys Avenue* (Full address)

do solemnly and sincerely declare as follows:

1. I am the Applicant for the patent.
2. I am in possession of the invention, the subject of the application.
3. I am the actual inventor of the invention.

Declared at

Horseshoe Gully

this *seventeenth*

day of *February* 19*78*

Leslie Hickey
 (Signature)

To:

The Commissioner of Patents
 CANBERRA

NOTE: Initial all Deletions and Alterations.

(12) AUSTRALIAN PATENT ABRIDGMENT

(19) AU

(11) AU-B-44 475/79

(54) GAME MACHINE

(75) LESLIE VINCENT HICKEY

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(51)² G07F 17/34

(74) GH

(56) 39 332/78 G07F 17/34

(57) Claim 1. A device adapted for use in conjunction with two or more game machines, the device comprising a display, and means for driving the display for successively indicating in a random or regular sequence respective "win" values, the driving means being adapted to stop the sequence in response to a "win" signal from a game machine to indicate one of the "win" values, and means for recommencing the sequence in response to a "reset" signal, wherein the driving means includes a plurality of electrical switches connected to the display and arranged to be actuated sequentially, each switch, when actuated, causing the display to indicate a respective one of the win values.

524709
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Form 10

PATENTS ACT 1952-69

COMPLETE SPECIFICATION

(ORIGINAL)

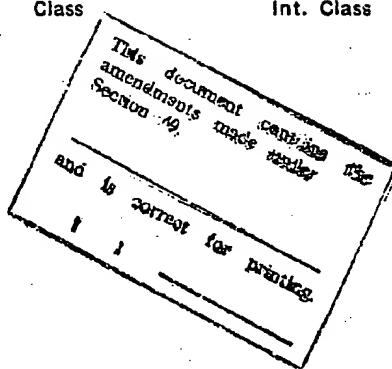
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FOR OFFICE USE:

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Complete Specification Lodged :
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Published :



Priority :

Related Art :

TO BE COMPLETED BY APPLICANT

Name of Applicant : LESLIE VINCENT HICKEY

Address of Applicant : 101 Murphys Avenue,
Keiraville 2500, N.S.W.

Actual Inventor: as above

Griffith, Hassel & Frazer,
Address for Service: 323 Castlereagh St,
SYDNEY N.S.W. 2000 AUSTRALIA

Complete Specification for the invention entitled: "GAME DEVICE"

The following statement is a full description of this invention, with the best method of performing it known to me/us:-

This invention relates to a device for use in conjunction with two or more game machines such as, for example, machines known as "poker machines".

The invention may be broadly defined as a device 5 adapted for use in conjunction with two or more game machines, the device comprising a display, and means for driving the display for successively indicating in a random or regular sequence respective "win" values, the driving means being adapted to stop the sequence in response to a "win" signal from a game machine to indicate one of the "win" values, and means for recommencing the sequence in response to a "reset" signal, wherein the driving means includes a plurality of electrical switches connected to the display and arranged to be actuated sequentially, each switch, when actuated, causing the display to indicate a respective one of the win values.

The "win" signal may be provided by the closing of the switch when a machine registers a "win". The "reset" signal may be generated manually, for example, by opening of the switch when the machine is operated again.

20 The "win" values indicated by the device may correspond to values of prizes that may be offered to a player or players who win a game or games on the machine(s). A prize value indicated by the device when a player has won a game may be offered as a bonus additional to any prize the player may have won by playing the machine.

25 The invention will be more fully understood from the following description in conjunction with the accompanying



drawings, in which:

Figure 1 is a schematic illustration showing a display device according to an embodiment of the invention, in conjunction with a number of poker machines and



Figure 2 is a schematic circuit diagram of the display device.

The display device 10 shown in the drawings by way of example is arranged to be connected to a number of so-called "poker machines", in this case five such machines indicated respectively 11 to 15. The poker machines may be conventional machines modified so as to be electrically connected to the display device through electrical lines 16 to 20 respectively. The display device includes a number of display elements, in this case lamps, which are arranged to light up one at a time in a regular sequence. The number of such elements is not necessarily related to the number of poker machines, but rather corresponds to an arbitrary number of prize values being offered. In this case five lamps are provided, each lamp being associated with a corresponding prize value appropriately marked on a display panel on which the lamps are mounted. It will however be appreciated that any suitable display means capable of displaying different values in a sequence can be used, for example, a single two digit numerical display in which selected prize values are indicated in a programmed sequence.

The device is intended to be used in conjunction with the machines 11 to 15 which normally would be located in a common area in a club or gaming establishment. While the machines 11 to 15 are being played, independently, by several players, the lamps will flash one at a time in a regular sequence at a suitable rate, for example, one lamp each

half second. As soon as a player wins, that is, a jackpot is registered by the respective machine, the sequence of flashing lights is stopped and the lamp which is alight will indicate the amount of "bonus" prize money to be awarded in 5 addition to the jackpot prize being won. Where a number of machines are being operated simultaneously, the first machine to register a jackpot will stop the sequence and the winner or winners will be eligible for the bonus prize indicated. The lamp indicating the bonus prize will remain lit whilst 10 any machine is registering a jackpot, and the sequence will recommence when the "jackpot" indication is cleared.

Figure 2 is a circuit diagram of the device. In this circuit, five relays A to E corresponding to the number of lamps LA to LE are arranged, in conjunction with timing 15 capacitors C1 to C6 and resistors R1 to R3 to drive the lamps in a regular sequence. The relays A to E have switches SA1 to SE1 respectively connected in series with the lamps LA to LE respectively. The relays are arranged in such manner that only one of the lamps is connected at a time 20 through terminals 21, 22 to a low voltage AC source (not shown). The relays A to E additionally include switches SA2 to SE2 which are in the positions respectively shown at an instant when the switch SA1 is closed and the switches SB1 to SE1 are open. The circuit additionally includes a 25 polarised relay F and non-polarised relays G to J. Each of the relays has switches identified by the symbols S (for switch) a letter corresponding to the letter identifying the relay, and a number, 1, 2 or 3, identifying respective

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switches of each relay. Thus, for example, the switch SF3 is a switch associated with and actuated by relay F.

A number of switches S1 to S5, each associated with the

respective machines 11 to 15, are connected electrically in

series with a resistor R6 and the relay G between positive

and negative DC supply terminals 23 and 24. Each of the

normally closed switches S1 to S5 is arranged to open when

the respective machine registers a "jackpot". So long as

the machines are being operated and no jackpot has been

10 registered, all of the switches S1 to S10 are closed, so

that current passes through the relay G, which closes the

associated switch SG1 which is in series with the relay G.

The relays H and I in conjunction with timing components

C8, C9, R4 and R5 are arranged to oscillate, for example, at

15 2 or 3 pulses per second, and this causes the switch SH2 in

series with the relay J to open and close at a pulsed rate.

This causes the associated relay SJ1 in circuit with relays

A to F to open and close at a corresponding rate. The

arrangement is such that the relays A to E connect the

20 respective lamps in turn to provide the flashing sequence.

When a jackpot is registered current no longer flows

through the relay G, which causes the associated contacts

SG1, SG2 and SJ1 to open. Opening of the last switch stops

the sequential operation of the relays A to E so that only

25 one of the lamps is connected. Opening of the relay switch

SG2 removes the short circuit across the relay switch SI2 in

series with the lamps. This causes a pulsed current to be

5 supplied to the particular lamp which is connected, causing that lamp to flash. When all of the switches S1 to S5 are again closed, the sequential operation of the relays A to E recommences.

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CLAIMS

CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. A device adapted for use in conjunction with two or more game machines, the device comprising a display, and means for driving the display for successively indicating in a random or regular sequence respective "win" values, the driving means being adapted to stop the sequence in response to a "win" signal from a game machine to indicate one of the "win" values, and means for recommencing the sequence in response to a "reset" signal, wherein the driving means includes a plurality of electrical switches connected to the display and arranged to be actuated sequentially, each switch, when actuated, causing the display to indicate a respective one of the win values.
2. A device as claimed in claim 1 wherein the switches are associated with, and actuated by, respective relays connected in a pulse shift arrangement driven by an oscillator, in which sequential pulses from the oscillator to the relays cause the relays and associated switches to be actuated, in use when at least one game machine is being used, and wherein the pulses to the relays are stopped when a win signal is received.
3. A device as claimed in claim 2 wherein the display is activated by a pulsed signal when a win signal is received, to give a pulsed display.
4. A device as claimed in claim 2 or 3 wherein the oscillator comprises a pair of relays having respective



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relay switches arranged in circuit therewith to obtain oscillation of the circuit, the time constants for which are determined by at least one resistor and capacitor in the circuit.

5. A device as claimed in claim 5 including first and second further relays, arranged respectively to stop the pulses to the relays associated with the display and to provide a pulsed signal to the display when a win signal is received.

10 6. A device as claimed in any preceding claim, in combination with at least ~~one~~^{two} game machines ~~each~~ having at least one switch electrically connected to the driving means, which switch is activated in response to a player winning a game on the machine to provide a "win" signal, to the driving means.

15 7. A device substantially as herein described with reference to the drawings.

Dated this 20th day of February, 1979.

LESLIE VINCENT HICKEY
By his Patent Attorneys
GRIFFITH, HASSEL & FRAZER.



DRAWINGS

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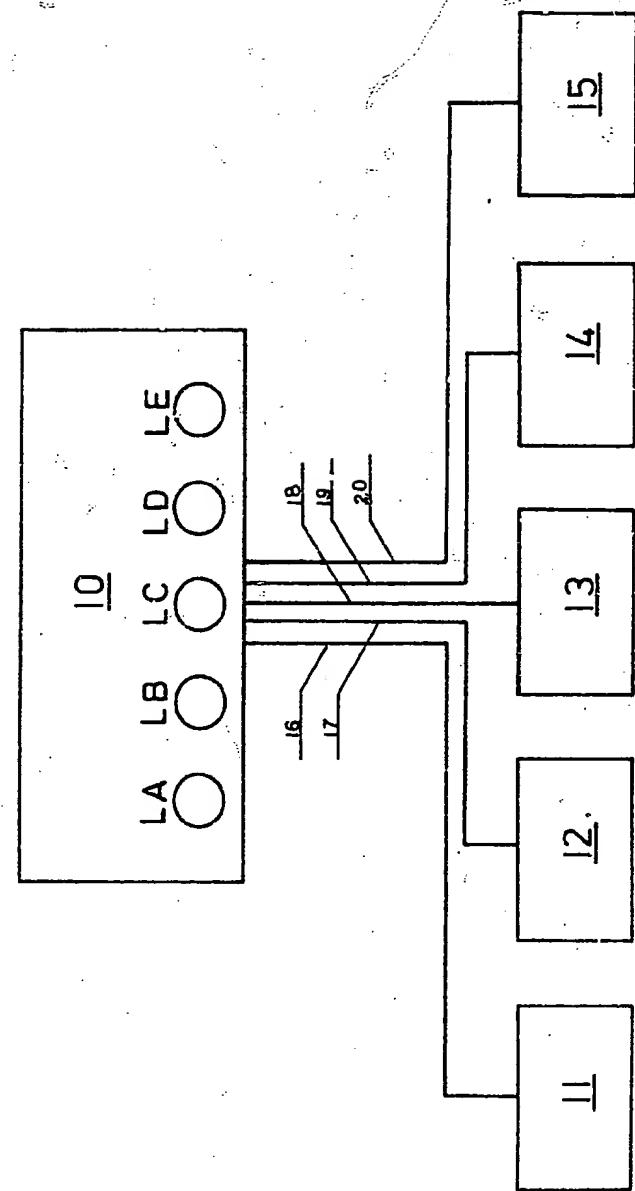
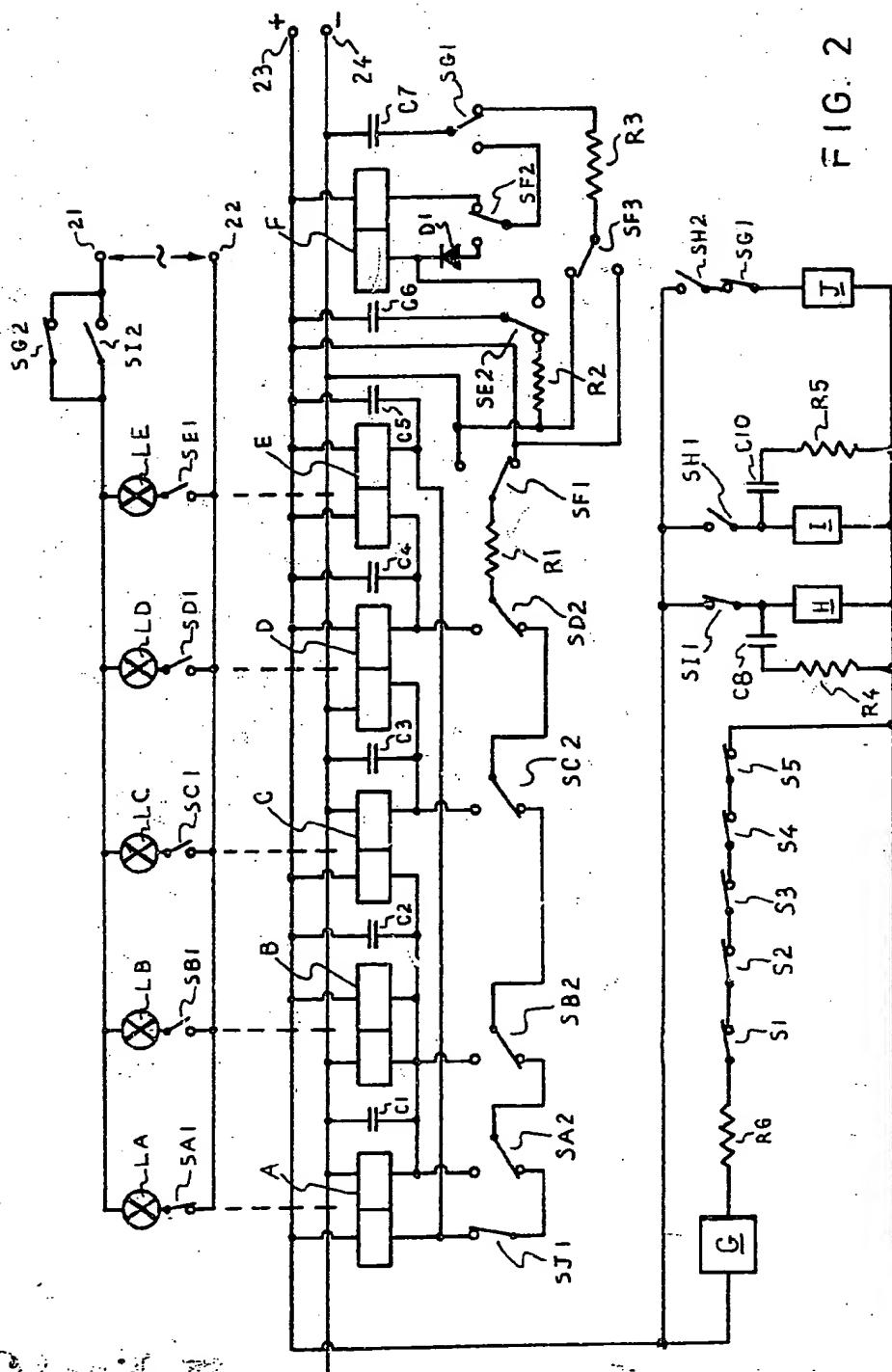


FIG. 1



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